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DATA SHEET

SAA4970T
Economical video processing IC (ECOBENDIC)

Preliminary specification
File under Integrated Circuits, IC02

1996 Oct 25

Philips Semiconductors

PHILIPS

Economical video processing IC (ECOBENDIC)

SAA4970T

FEATURES

- Digital horizontal PLL
- Digital CTI (DCTI)
- Digital luminance peaking
- Digital phase compensation filter
- D/A conversion
- Simple multi picture processing
- Coloured frame generation
- Memory/sync processing.

GENERAL DESCRIPTION

The ECOBENDIC is an economical video processing IC (Economical Back End IC) for double scan conversion. It consists of sync/memory control, video enhancing features and D/A conversion. The IC is designed to cooperate with an 83C654 type of microcontroller, Texas Instruments TMS4C2970/2971 memories plus a 4 : 1 : 1 A/D converter TDA8755/8753A.

QUICK REFERENCE DATA

SYMBOL	PARAMETER	MIN.	MAX.	UNIT
V_{DD}	digital supply voltage	4.5	5.5	V
V_{CC}	analog supply voltage	4.75	5.25	V
T_{amb}	operating ambient temperature	0	70	°C

ORDERING INFORMATION

TYPE NUMBER	PACKAGE		
	NAME	DESCRIPTION	VERSION
SAA4970T	VSO56	plastic very small outline package; 56 leads	SOT190-1

BLOCK DIAGRAM

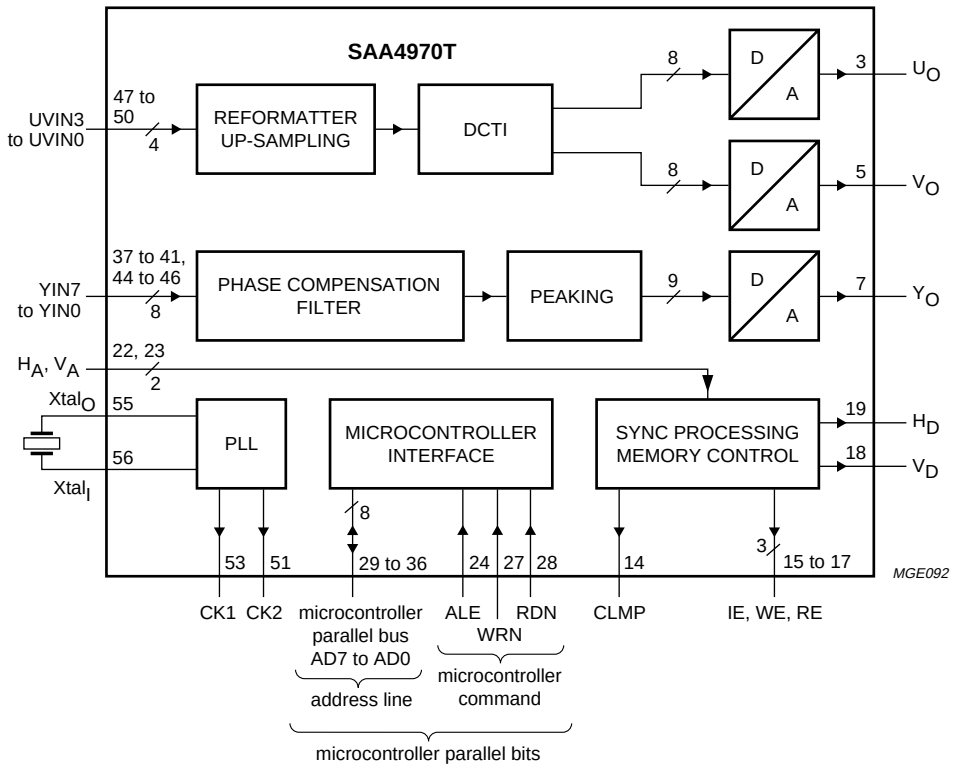


Fig.1 Block diagram.

PINNING

SYMBOL	PIN	TYPE	DESCRIPTION
TEST2	1	input	test control
P_{mirref}	2	input	decoupling P-mirror reference
U_O	3	output	analog U output
V_{SSA}	4	ground	analog ground (0 V)
V_O	5	output	analog V output
V_{CC}	6	supply	analog supply voltage (+5 V)
Y_O	7	output	analog Y output
V_{ref}	8	supply	analog supply voltage reference D/A ladder HIGH
I_{ref}	9	supply	reference current
V_{refH}	10	supply	D/A decoupling capacitor
R1	11	I/O	reset acquisition horizontal counter
R2	12	I/O	reset display horizontal counter
PIP	13	input	PIP related input 0
CLMP	14	output	clamping control
IE	15	output	field memory input enable
WE	16	output	field memory write enable
RE	17	output	field memory read enable
V_D	18	I/O	display vertical pulse
H_D	19	output	display horizontal pulse
RESET	20	output	watchdog output (microcontroller reset)
BONE	21	input	watchdog input (microcontroller bone)
H_A	22	I/O	acquisition horizontal pulse
V_A	23	I/O	acquisition vertical pulse
ALE	24	input	address latch enable
IT1	25	output	acquisition related interrupt
IT2	26	output	display related interrupt
WRN	27	input	write not pulse
RDN	28	input	read not pulse
AD7	29	I/O	programmable signal positioner (psp) data bus bit 7 (MSB)
AD6	30	I/O	psp data bus bit 6
AD5	31	I/O	psp data bus bit 5
AD4	32	I/O	psp data bus bit 4
AD3	33	I/O	psp data bus bit 3
AD2	34	I/O	psp data bus bit 2
AD1	35	I/O	psp data bus bit 1
AD0	36	I/O	psp data bus bit 0 (LSB)
YIN7	37	input	Y input bus bit 7 (MSB)
YIN6	38	input	Y input bus bit 6
YIN5	39	input	Y input bus bit 5
YIN4	40	input	Y input bus bit 4

SYMBOL	PIN	TYPE	DESCRIPTION
YIN3	41	input	Y input bus bit 3
V_{DD}	42	supply	digital supply voltage (+5 V)
V_{SS}	43	ground	digital ground (0 V)
YIN2	44	input	Y input bus bit 2
YIN1	45	input	Y input bus bit 1
YIN0	46	input	Y input bus bit 0 (LSB)
UVIN3	47	input	UV input bus bit 3 (MSB)
UVIN2	48	input	UV input bus bit 2
UVIN1	49	input	UV input bus bit 1
UVIN0	50	input	UV input bus bit 0 (LSB)
CK2	51	I/O	display clock
V_{SS}	52	ground	digital ground (0 V)
CK1	53	I/O	acquisition clock
TEST1	54	input	test control
$Xtal_O$	55	output	external crystal output (12 MHz)
$Xtal_I$	56	input	PLL crystal input (12 MHz)

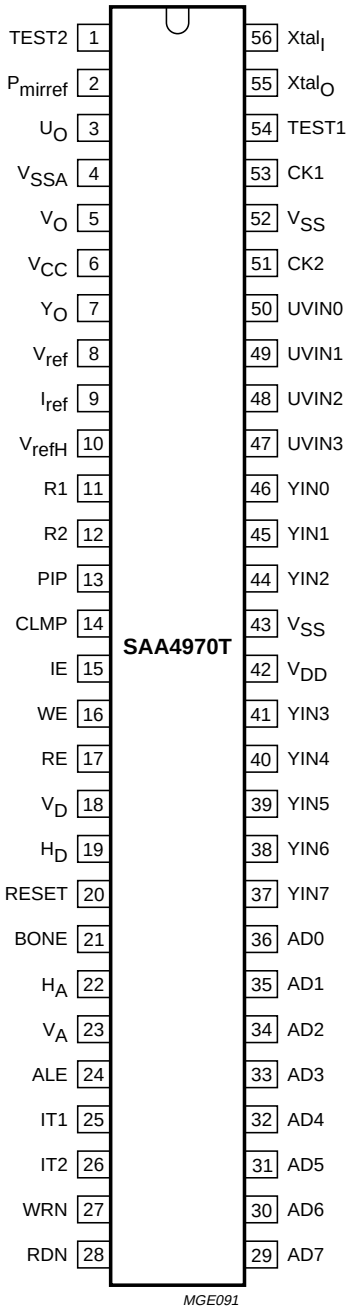


Fig.2 Pin configuration.

FUNCTIONAL DESCRIPTION

ECO data path

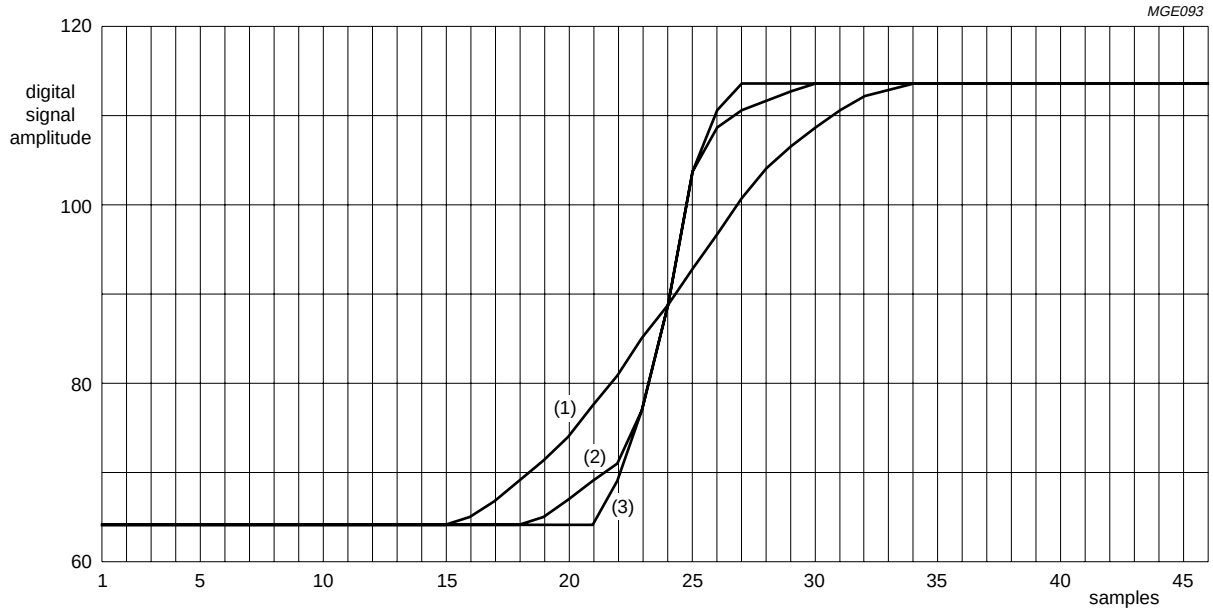
The data path performs the DCTI, peaking, phase compensation, framing and blanking functions plus colour reformatting and variable delay of Y to UV at the input and output of the data path.

DCTI

DCTI is implemented to get a dynamic interpolation of the low bandwidth U and V signals. First a 2 : 1 linear interpolation is done, to go from a 4 : 1 : 1 format to a 4 : 2 : 2 format. A second interpolation is done in which the data path delay is varied on the basis of a function of the second derivative of the U and V signal (or more precise: $\frac{d}{dt}\{\left|\frac{dU}{dt}\right| + \left|\frac{dV}{dt}\right|\}$). The effect at an edge is that during the first half the data path delay is higher than nominal and in the second half it is lower than nominal. This will make the edge much steeper. As this second interpolation is done with the resolution equal to that of the Y samples and also with a zero DCTI gain a 2 : 1 interpolation is performed, a 4 : 4 : 4 format is obtained.

The DCTI function can be controlled by setting the range to ±12, ±8, ±6 or ±4 pixels (see Fig.3) or by adjusting the gain to 0, ¼, ½ or 1.

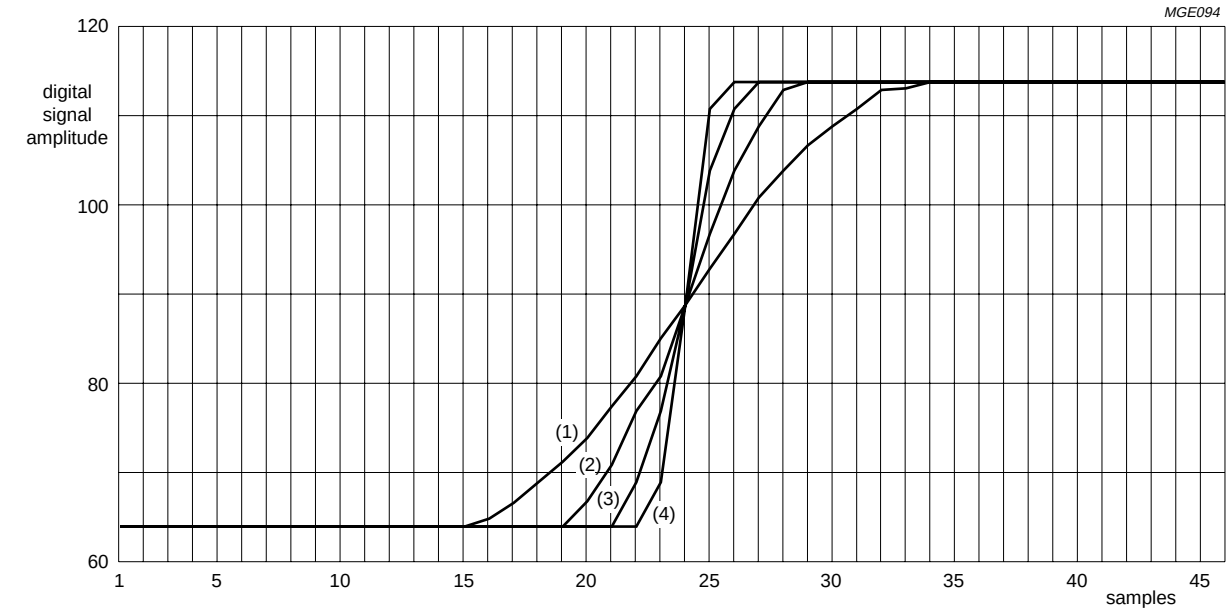
An artefact of this processing exists when two edges are close together in the video. During the second half of the first edge a delay is chosen that will collect video data where the second edge is already active. The same is valid for the second edge. The result of this processing on a video pulse, which is looking like a hill, is that of a hill with one or two bumps in it. To prevent this from happening, the positions where the first derivatives in U and V change sign, are marked and used to limit the range of the relative delay. This function is called ‘over the hill protection’. It can be turned **on** and **off**. Figures 5 and 6 show the effect of the DCTI function with and without ‘over the hill protection’ when applied to a hill-shaped video pulse.



(1) input signal.
(2) range = 4.
(3) range = 12.

Gain = ½.

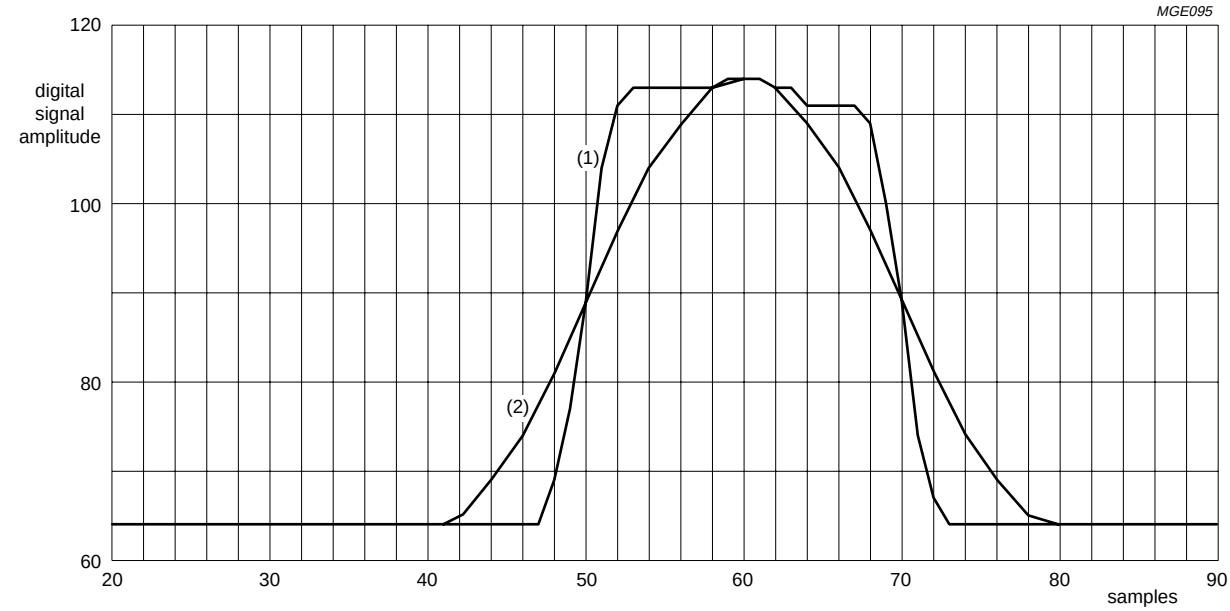
Fig.3 DCTI with variation of k range.



(1) input signal.
(2) gain = 0.25.
(3) gain = 0.5.
(4) gain = 1.

Range = 12.

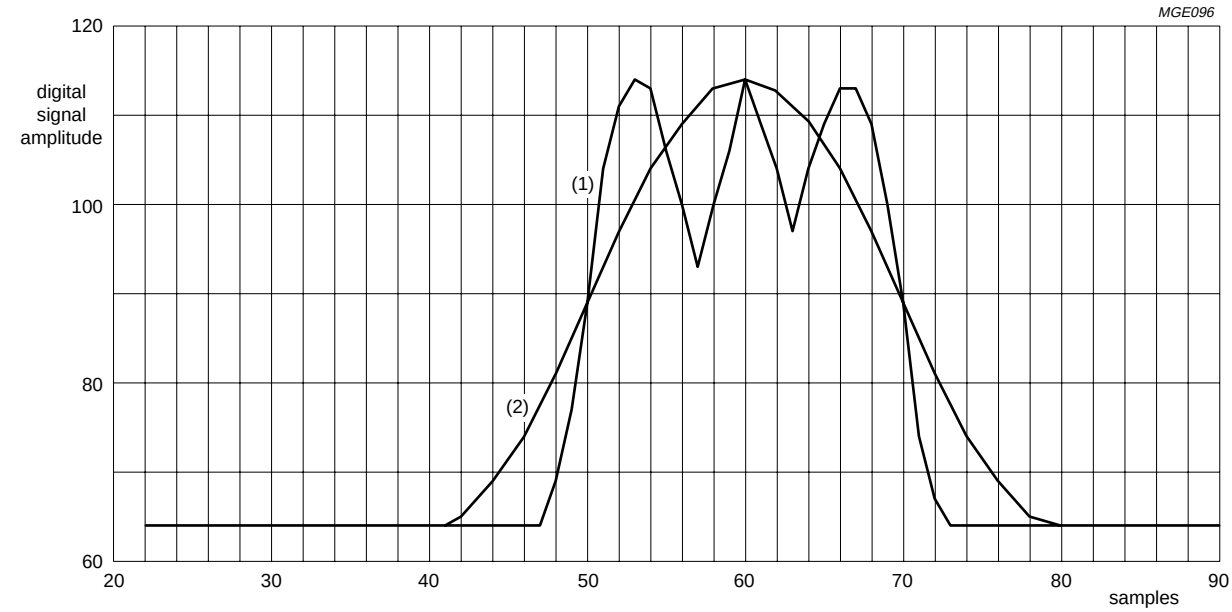
Fig.4 DCTI with variation of k gain.



(1) output.
(2) input.

Gain = ½.
Range = ±12.
Hill protection = **on**.

Fig.5 DCTI with ‘over the hill protection’.



(1) output.
(2) input.

Gain = ½.
Range = ±12.
Hill protection = **off**.

Fig.6 DCTI without ‘over the hill protection’.

PEAKING

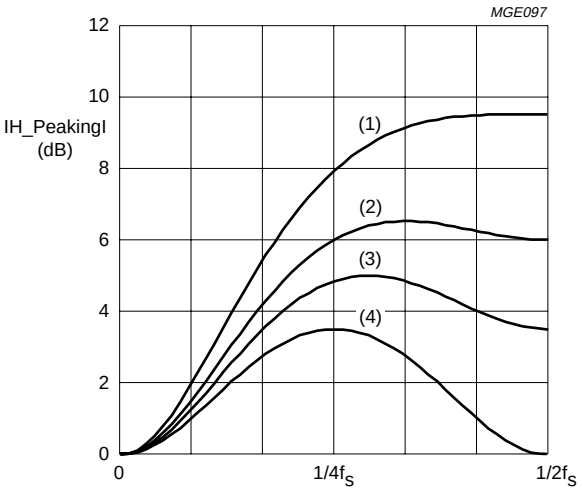
Peaking is implemented to obtain a higher gain in the middle and upper ranges of the luminance bandwidth. The filtering is an addition of:

- the original signal
- the original signal band-passed with centre frequency = $\frac{1}{4}f_s$
- the original signal high-passed with maximum gain at frequency = $\frac{1}{2}f_s$.

The band-passed and high-passed signals are weighted with factors 0, $\frac{1}{8}$, $\frac{1}{4}$ and $\frac{1}{2}$. The impulse response becomes $[-\alpha, -\beta, 1 + 2\alpha + 2\beta, -\beta, -\alpha]$, where α is the band-pass weighting factor and β the high-pass weighting factor.

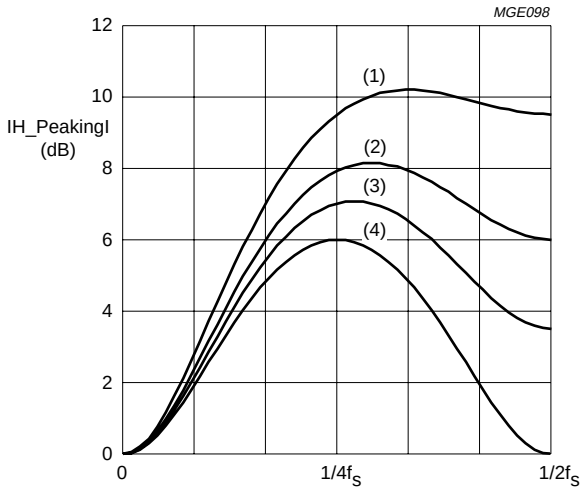
Coring is added to obtain no gain for low amplitudes in the (high-pass + band-pass) signal, which is then considered to be noise. Coring levels can be programmed as 0 (**off**), +1/–2, +3/–4 and +7/–8 LSB at 10-bit word.

A limiter brings back the 11-bit range to a 9-bit range with a clipping function on the lower and upper side.



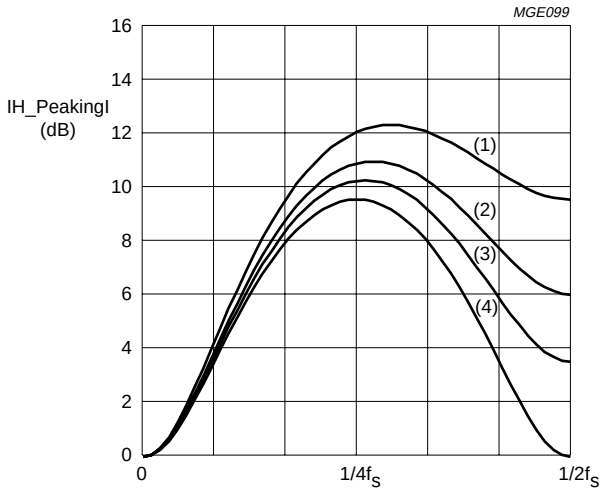
(1) $\beta = \frac{1}{2}$.
(2) $\beta = \frac{1}{4}$.
(3) $\beta = \frac{1}{8}$.
(4) $\beta = 0$.

Fig.7 Peaking transfer function with variation of β ($\alpha = \frac{1}{8}$).



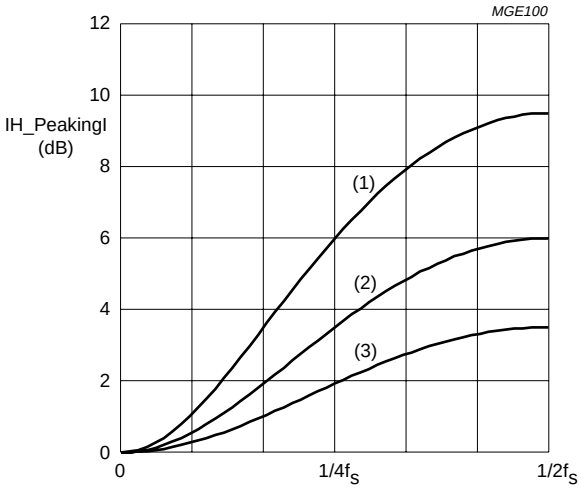
(1) $\beta = \frac{1}{2}$.
(2) $\beta = \frac{1}{4}$.
(3) $\beta = \frac{1}{8}$.
(4) $\beta = 0$.

Fig.8 Peaking transfer function with variation of β ($\alpha = \frac{1}{4}$).



(1) $\beta = 1/2$.
(2) $\beta = 1/4$.
(3) $\beta = 1/8$.
(4) $\beta = 0$.

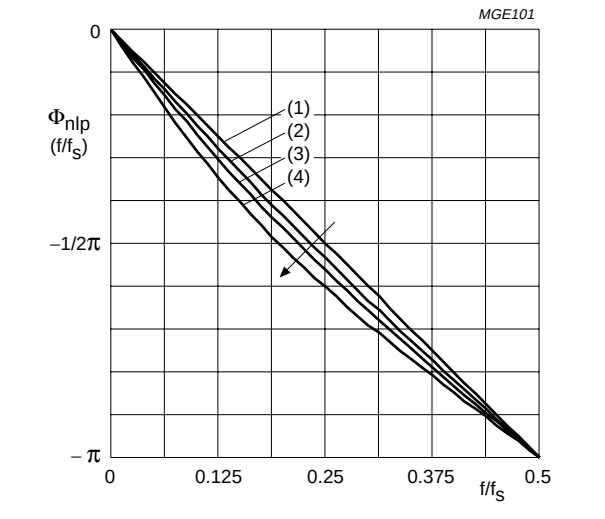
Fig.9 Peaking transfer function with variation of β ($\alpha = 1/2$).



(1) $\beta = 1/2$.
(2) $\beta = 1/4$.
(3) $\beta = 1/8$.

Fig.10 Peaking transfer function with variation of β ($\alpha = 0$).

PHASE COMPENSATION



(1) $\lambda = 0$.
(2) $\lambda = 1/8$.
(3) $\lambda = 1/4$.
(4) $\lambda = 1/2$.

Fig.11 Phase spectrum of NLP filter transfer function.

To compensate for a non-linear phase characteristic before the A/D converter, this filter will compensate such behaviour with a pulse response of $[-\lambda, 1 + \lambda]$. λ can be programmed for the values 0, 1/8, 1/4 and 1/2.

An 8-bit word width is re-obtained by means of clipping at 0 and 255.

FRAMING AND BLANKING

Blanking is done with switching Y to value 16 and UV to value 0 (in twos complement) on command of the BL signal.

Framing is done by switching Y and the higher nibble of U and V to certain programmable values (frame Y and frame UV) on command of the signal KAD.

If the pixel repetition function is chosen the last values from the video remain repeated instead of the fixed values.

The range of the output signal Y_O can be selected between 8 and 9 bits. In case of 8 bits for the nominal signal there is room left for under and overshoot (adding up to a total of 9 bits); in case of selecting all 9 bits of the luminance D/A converter for the nominal signal any under or overshoot will be clipped.

VARIABLE INPUT AND OUTPUT DELAYS

To obtain flexibility, a programmable delay difference between Y and UV can be made at both input and output.

At the input an almost symmetrical range of Y to UV delay can be made: –3 to +4 clock pulses.

At the output a range of Y to UV delay from –5 to +2 clock pulses can be made. When using e.g. scavenge circuitry, which has an additional external delay, the lower delays in Y are able to compensate this.

COLOUR REFORMATTING

The reformatter changes the DMSD 4 : 1 : 1 format UV signals into a sequential 8-bit U and V format according to the following scheme:

input:

U7, U5, U3, U1, U7, U5...etc.

U6, U4, U2, U0, U6, U4...etc.

V7, V5, V3, V1, V7, V5...etc.

V6, V4, V2, V0, V6, V4...etc.

output:

U7, V7, U7, V7...etc.

U6, V6, U6, V6...etc.

U5, V5, U5, V5...etc.

U4, V4, U4, V4...etc.

U3, V3, U3, V3...etc.

U2, V2, U2, V2...etc.

U1, V1, U1, V1...etc.

U0, V0, U0, V0...etc.

If the master clock frequency in the IC is 27 MHz then the data rate of the reformatter output is 13.5 MHz.

The signals UVbin and UV8bit, supplied by the microcontroller interface, select binary/twos complement mode and 8-bit/7-bit operation.

Economy Controller - Programmable Signal Positioner (ECO-PSP) control/microcontroller interface and sync processing

The control/microcontroller interface and sync processing part is designed as a separate unit called the ECO-PSP.

HORIZONTAL AND ACQUISITION BLOCK

CNT_A is an 8-bit counter, which counts up to 256 positions per acquisition video line. The cycle length of the counter is determined by either:

an external reset (rising edge of R1) on every line or

an internal reset, generated at a certain value of the counter itself.

For operation with the internal reset only, a value N in the ‘reset CNT_A’ register will result in an N + 1 length cycle. The R1 signal, generated by the ECO-PLL, should then be kept at a constant level. This however has not been foreseen in the ECO-PLL, so this mode of operation is not implied.

For operation with the external reset only, the ‘reset CNT_A’ register must be loaded with a value above the maximum line length. A value of FFH is suggested.

The VI1 input signal is monitored on its rising edge, with regard to the CNT_A momentary value. By reading out MUXA the positions of the edge becomes available for the microcontroller. If VI1 is the video field pulse, the position of the active edge within a video line becomes available. This indicates the interlace situation of the acquisition video signal. A window for discrimination of undesired VI1 edges is used. This window is made in the vertical acquisition block.

If a write to ‘SAMPLE AQUI and DISPL’ is done, MUXA will be loaded with the momentary CNT_A contents.

The PIP input signal is monitored on its edges, with regard to the CNT_A momentary values. If the PIP interrupt is enabled, an occurring rising edge will generate acquisition interrupt. By reading out MUXF and MUXG, the positions of the rising and falling edges become available for the microcontroller.

The internal acquisition gate pulses GA1, GA2 and GA3 (routed to CLMP, WE and IE) are set and reset at selectable CNT_A values. The sets of GA2 and GA3 have to be enabled by the vertical acquisition block. If the set and reset registers have equal contents, the signal will remain reset (reset overruling set).

The internal acquisition horizontal pulse HI is HIGH when the CNT_A contents are equal to a programmable value in the HI position register.

VERTICAL ACQUISITION BLOCK

CNT_B is a 9-bit counter, which counts to up to 512 lines per acquisition video field. The cycle length of the counter is determined by either:

- an external reset (rising edge of VI1) on every field or
- an internal reset, generated at a certain value of the counter itself, at the moment that the window is closed, without a VI1 rising edge having occurred during the window.

The counter value of CNT_B is monitored at the moment the VI1 rising edge is detected and can be read out from MUXB by the microcontroller. This value then indicates the number of lines in a video field. If the window is closed, without a VI1 rising edge having occurred during the window, MUXB will also be filled with the momentary contents of CNT_B.

If a write to 'SAMPLE AQUI and DISPL' is done, MUXB will be loaded with the momentary CNT_B contents.

An interrupt can be generated on a pre-defined acquisition line (Counter B-interrupt-Acquisition-b) by writing its line number to the 'set CB_intAb' register. If the interrupt is not desired, the register should be filled with a value above the 'reset window' register contents. The value 1FFH is suggested. Otherwise the interrupt may be disabled by bit 1 of the PLL control register (address 3D).

CNT_C is a 9-bit counter that resets to 0 at a pre-defined state of CNT_B. The internal 'Gate Enable' signal is then also set. 'Gate Enable' is reset at a pre-defined value of CNT_C. At that moment also an interrupt can be generated. If the interrupt is not desired, it can be disabled by bit 3 in the PLL control register.

HORIZONTAL DISPLAY BLOCK

CNT_F is an 8-bit counter, which counts up to 256 positions per display video line. The cycle length of the counter is determined by either:

- an external reset or a reset from the ECO-PLL (rising edge of R2) on every line or
- an internal reset, generated at a certain value of the counter itself.

For operation with the internal reset only, a value N in the 'reset CNT_F' register will result in an N + 1 length cycle. The R2 input should now be kept HIGH or LOW. This means in the ECOBENDIC the R2 output from the ECO-PLL 3-state and the R2 signal will externally be kept HIGH or LOW.

For operation with the external reset only, the 'reset CNT_F' register must be loaded with a value above the maximum line length. A value of FFH is suggested.

Whenever CNT_F is reset, the internal display horizontal pulse HU is generated.

The signals BL, H2, KAD and internally GD (which becomes RE in the gates block) have programmable sets and resets, and can therefore have rising and falling edges at any desired CNT_F value. If the set and reset registers have equal contents, the signal will remain reset (reset overruling set). To keep the signals set, the reset register should remain above the maximum CNT_A value, while the set value is within the CNT_A cycle range. The GD has two pairs of set/reset registers, and can generate 4 edges per line instead of 2. The KAD has three pairs of set/reset registers, and can generate 6 edges per line instead of 2. The GD pulse has a programmable fine shift of 0, 1, 2 or 3 CK2 pulses on both of its edges.

All the horizontal display output signals have enables on the sets and resets. These enables will be effectively changed only at the occurrence of the internal horizontal HU pulse. Therefore it is possible to set up various signal edges slowly by the microcontroller and effectuate them all at once in a certain video line.

The VI2 input/output signal is monitored on its rising edge, with regard to the CNT_F momentary value. By reading out MUXD, the position of the edge becomes available for the microcontroller. If VI2 is the video field pulse, the position of the active edge within a video line becomes available. This indicates the interlace situation of the display video signal.

If a write to 'SAMPLE AQUI and DISPL' is done, MUXD will be loaded with the momentary CNT_F contents.

If VI2 is used as an output, the 'VHU register/comparator' generates a line frequent pulse that is used in the vertical display block for the timing of the VI2 edges within the lines.

VERTICAL DISPLAY BLOCK

CNT_D is a 9-bit counter, which counts to maximum 512 lines per display video field. The cycle length of the counter is determined by a reset action from the microcontroller, i.e. writing to address 14H.

The counter value of CNT_D is monitored at the moment the VI2 rising edge is detected and can be read out from MUXE by the microcontroller. This value then indicates the number of lines in a video field.

If a write to 'SAMPLE AQUI and DISPL' is done, MUXE will be loaded with the momentary CNT_D contents.

An interrupt can be generated on a pre-defined display line (Counter D-interrupt-Display-b) by writing its line number to the 'set CD_intDb' register. If the interrupt is not desired, the register should be filled with a value above the maximum number of display lines. The value 1FFH is suggested.

If VI2 is used as an output, the falling edge can be activated by addressing the 'start flyback' register and the rising edge by addressing the 'start scan' register. In the 'horizontal display block' a pulse is generated with the 'VHU register/comparator'. This pulse is used for the timing of the edges within the lines. This gives the ability to determine the interlace of the display and is continuously variable. It is useful to use the display interrupt to trigger the microcontroller for issuing the flyback and scan edges in a certain display line.

GATES BLOCK

The internal signals 'Gate Acquisition 1' (GA1), 'Gate Acquisition 2' (GA2), 'Gate Acquisition 3' (GA3) and 'Gate Display' (GD) are fed through shift stages, which are programmed to shift the rising and falling edges 0, 1, 2 or 3 input clock periods. For GA1, GA2 and GA3 the shift is in CK1 periods; for GD the shift is in CK2 periods.

The construction of the shifts makes it possible to generate the gate outputs with higher resolution than the other signals. If MC1 = $\frac{1}{4}$CK1 and MC2 = $\frac{1}{4}$CK2, any position of the edges is possible with a resolution of CK1 and CK2 clock period.

ACQUISITION AND DISPLAY INTERRUPTS BLOCKS

As described in the acquisition and display vertical blocks, on programmed positions of CNT_B, CNT_C and CNT_D interrupts are generated. Also, as described in the horizontal acquisition block, an interrupt may be generated on a rising edge of the PIP signal.

The PIP related interrupt and the 'gate input, CNT_C' related interrupt can be enabled or disabled by bits in the PLL control register.

The status of each interrupt is separately held in a flip-flop. The interrupt status flip-flops can all be monitored by reading MUXC.

To reset any of the interrupts, the flip-flops can be reset individually by addressing their reset interrupt address.

The interrupts are grouped into two output signals: IT1 is a combination of all acquisition related interrupts, while IT2 is the only display related interrupt.

ACQUISITION AND DISPLAY CLOCK BLOCKS

The CK1 and CK2 input clock signals are divided into div1 or div4 signals (internal clock signals), where div1 in only meant for testing purposes. The divided clocks are multiplexed to MC1 and MC2.

The multiplexer select states for MC1 and MC2 are programmed in the internal control register.

MICROCONTROLLER INTERFACE BLOCK

The microcontroller interface consists of an addressing, a read and a write part.

The **addressing** is performed with an address latch, that latches the address/data bus while 'address latch enable' is active (HIGH).

Writing data to any destination in the ECO-PSP consists of two activities:

1. The address in the address latch is converted to an enable signal for the destination in question. This enable is activated while WRN is active (LOW).
2. The 8-bit data on the address/data bus is merged with a 9th bit, which is the highest bit (bit 7) of the address latch. This resulting 9-bit data is sent to registers in the various blocks. Most registers only use 8 bits of data, in that case the 9th bit is a 'don't care'.

Writing to 7 addresses simultaneously is possible by supplying an address in the range of 00H to 07H. All the destinations in the column of that address in the write table are then supplied with the same data.

The destinations in the ECO-PSP may be: 9-bit registers, 8-bit registers, counter resets, interrupt resets, gate output selects and the acquisition and display function.

Reading data from one of the 7 readable registers also consists of two activities:

1. The address in the address latch is converted to a multiplexer setting for the source in question.
2. The 8-bit data from the source 3-state enabled to the address/data bus. If a 9-bit register is read out, the highest bit (bit 8) is coded in the MUXC source.

The seven sources in the ECO-PSP are described in the read table.

ECO-PLL

In the PLL block, 3 functions are performed with the following sub-blocks:

- Crystal oscillator
- PLL core
- Clock and R1 divider for multi picture.

CRYSTAL OSCILLATOR

The crystal oscillator should drive an external 12 MHz crystal used in the watchdog and externally by e.g. the microcontroller.

PLL CORE

In the PLL core, line locked clocks are made for both the acquisition and display sides of the double scan conversion circuits. The PLL can lock its outputs to an externally applied Hs 16 kHz line pulse. The outputs are:

- CK2, the display clock
- CL1, the (basic) acquisition clock
- R2, the display 32 kHz line frequent pulse
- RL1, the (basic) 16 kHz line frequent pulse.

The CK2 frequency relates to the Hs frequency with a factor determined by PLL_div:

PLL_div = 0 $\rightarrow$ CK2 = 2 $\times$ 1024 $\times$ Hs (nominal 32 MHz)

PLL_div = 1 $\rightarrow$ CK2 = 2 $\times$ 864 $\times$ Hs (nominal 27 MHz)

PLL_div = 2 $\rightarrow$ CK2 = 2 $\times$ 768 $\times$ Hs (nominal 24 MHz)

PLL_div = 3 $\rightarrow$ CK2 = 2 $\times$ 648 $\times$ Hs (nominal 20.25 MHz).

The C_p and C_i settings in the PLL2 control byte correspond to coefficients in the proportional and integrating parts of the PLL control loop.

The actual proportional coefficient is $2^{-(Cp + 1)}$. With C_p ranging from 0 to 7, $2^{-(Cp + 1)}$ ranges from $\frac{1}{2}$ to $\frac{1}{256}$.

The actual integrating coefficient is $2^{-(Ci + 2)}$. With C_i ranging from 0 to 15, $2^{-(Ci + 2)}$ ranges from $\frac{1}{4}$ to $\frac{1}{131072}$.

The PLL core itself is driven by the 12 MHz signal from the crystal oscillator.

The PLL can be set to lock upon the Hs signal, or to run free at a fixed frequency or at the last frequency during lock.

In normal operation the PLL locks to the Hs signal.

The win_PLL signal from the PSP part of the ECOBENDIC windows the part of the picture where a VCR phase disturbance might occur. This is normally part of the vertical blanking period, but with the double scan conversion and a single acquisition/display clock system, it would become visible in the lower part of the picture as bottom flutter. Therefore, with win_PLL active, the frequencies generated by the PLL remain fixed at the last frequencies during lock.

When the control bit ‘free run’ is active, a fixed frequency will be produced, determined by the setting of PLL_div. PLL_div = 0 gives 32 MHz, PLL_div = 1 gives 27 MHz, PLL_div = 2 gives 24 MHz and PLL_div = 3 gives 20.25 MHz on the display clock CK2.

CLOCK AND R1 DIVIDER FOR MULTI PICTURE

To make simple multi picture processing, it is possible to reduce the clock rate at the acquisition side by a factor 2 or 3.

Suppose, a factor of 3 is chosen. Then, $\frac{1}{3}$ of the memory data that is normally written by 1 line of video will now be written by 3 lines of the input video. If writing to the memory is only enabled for a chosen $\frac{1}{3}$ of this period, a desired part of the video line to be displayed is updated with a compressed line of input video. After a cycle of 3 input lines, the write pointer of the memory is located on a position, that will be displayed exactly 1 line below. For this essential cycle of 3 input lines, also the 16 kHz RL1 pulse must be frequency divided by 3.

USE OF INTERNAL AND EXTERNAL PLL CIRCUITS

The ECOBENDIC is designed primarily for use with its internal (ECO)PLL circuit, providing a one clock system for acquisition and display. It is however possible to use external PLL circuits for either the acquisition or the display side or both. E.g. for use in a 16 : 9 TV-set, at least one external PLL circuit is necessary to perform horizontal compression of any 4 : 3 program material.

To assist any external PLL function, use can be made of the clock to line pulse dividers in the ECO-PSP and 3-state switching on the output of such pulse, switching by the H_A input. This may provide a VCO control voltage, if combined with an RC filter.

ECO-WATCHDOG

The function of the watchdog is to reset the microcontroller if it is not running the application properly. For this purpose, the microcontroller program checks upon correct operation and in case this is OK, it will periodically generate a toggle of the BONE signal.

The watchdog will keep quiet as long as this toggling interval is not longer than the duration of the watchdogs “bone-edge to reset” time. The reset pulse is designed to be long enough (32 XtalUP cycles) for the microcontroller to reset, but must not remain active (HIGH) indefinitely. Otherwise the microcontroller would be hung up in its reset operation.

Control facilities

Table 1 Registers of the ECOBENDIC

REGISTER	BIT	NAME	FUNCTION
Registers 00H to 07H (column set)			
00H	0 to 7		set all registers of columns 0XH and 8XH
01H	0 to 7		set all registers of columns 1XH and 9XH
02H	0 to 7		set all registers of columns 2XH and AXH
03H	0 to 7		set all registers of columns 3XH and BXH
04H	0 to 7		set all registers of columns 4XH and CXH
05H	0 to 7		set all registers of columns 5XH and DXH
06H	0 to 7		set all registers of columns 6XH and EXH
07H	0 to 7		set all registers of columns 7XH and FXH
Registers 08H and 09H (blanking)			
08H	0 to 7	set blanking	sets rising edge of signal BL when register data = CNT_F
09H	0 to 7	reset blanking	sets falling edge of signal BL when register data = CNT_F
Registers 0AH and 0BH (interrupt)			
0AH	0 to 8	set CB_intAb	CNT_B value when Acquisition B Interrupt (CB_intAb) is triggered
0BH	0 to 8	set CD_intDb	CNT_D value when Display Interrupt (CD_intDb) is triggered
Register 0CH (YUV control)			
0CH	0	phase compensation	λ value for phase compensation filter, bit 0
	1		λ value for phase compensation filter, bit 1
	2		not used
	3	Y OUT	Y clipping, 0 = **off**, 1 = **on**
	4	inv_UV	inverts UV signals after UV processing; 0 = no inversion, 1 = inversion
	5	UVbin	reformatter; 1 = binary, 0 = twos complement
	6	UV8bit	reformatter; 1 = 8-bit quantization, 0 = 7-bit quantization
	7	Sel_PixRep	1 = pixel repetition, 0 = constant colour for framing
Registers 0DH and 0EH (H2 generation)			
0DH	no data	update start scan	after addressing rising edge of H2 is set
0EH	no data	update start flyback	after addressing falling edge of H2 is set

REGISTER	BIT	NAME	FUNCTION
Register 0FH (internal control register)			
0FH	0		not used
	1	VI1_Hs output enable	enables internal generation of VI1 and Hs signals (= 1)
	2	MC1_select	selects clock rate of MC1; 1: MC1 = ¼CK1; 0: MC1 = CK1
	3	MC2_select	selects clock rate of MC2; 1: MC2 = ¼CK2; 0: MC2 = CK2
	4	VI2 output enable	enables internal generation of VI2 (= 1)
	5		0
	6		0
	7	CNT_D reset enable	enables reset of CNT_D by VI2 (= 1)
Registers 10H and 11H (H2)			
10H	0 to 7	set H2	CNT_F value when rising edge of signal H2 occurs
11H	0 to 7	reset H2	CNT_F value when falling edge of signal H2 occurs
Register 12H (reset CNT_C)			
12H	0 to 8	reset CNT_C	resets CNT_C when register data = CNT_B
Register 13H (peaking)			
13H	0	Alpha	α, bit 0; see Table 2
	1		α, bit 1; see Table 2
	2	Beta	β, bit 0; see Table 3
	3		β, bit 1; see Table 3
	4	Coring	coring value, bit 0; see Table 4
	5		coring value, bit 1; see Table 4
	6		not used
	7		not used
Register 14H (reset CNT_D)			
14H	no data	reset CNT_D	resets CNT_D when address 14H is sent
Register 15H (DCTI)			
15H	0	DCTI range	K range, bit 0; see Table 5
	1		K range, bit 1; see Table 5
	2	DCTI gain	K gain, bit 0; see Table 6
	3		K gain, bit 1; see Table 6
	4	hill_protect	over the hill protection; 1 = **on**, 0 = **off**
	5		not used
	6		not used
	7		not used
Register 16H (frame Y)			
16H	0 to 7	frame Y	frame grey level = 128 + register data (128 to 383)

REGISTER	BIT	NAME	FUNCTION
Register 17H (RE EN's SR)			
17H	0	enable set 1	enables setting of rising edge 1 of RE
	1	enable set 2	enables setting of rising edge 2 of RE
	2	enable reset 1	enables setting of falling edge 1 of RE
	3	enable reset 2	enables setting of falling edge 2 of RE
	4		not used
	5		not used
	6		not used
	7		not used
Registers 18H and 19H (KADer)			
18H	0 to 7	set 3 KAD	sets third rising edge of KAD signal when register data = CNT_F
19H	0 to 7	reset 3 KAD	sets third falling edge of KAD signal when register data = CNT_F
Register 1AH (update Len GE)			
1AH	0 to 8	update Len GE	sets rising edge of GE signal when register data = CNT_C
Register 1BH (reset CNT_F)			
1BH	0 to 7	reset CNT_F	resets CNT_F when register data = CNT_F
Register 1DH (frame UV)			
1DH	0	frame U	frame U level (0 to 15), bit 0
	1		frame U level (0 to 15), bit 1
	2		frame U level (0 to 15), bit 2
	3		frame U level (0 to 15), bit 3
	4	frame V	frame V level (0 to 15), bit 0
	5		frame V level (0 to 15), bit 1
	6		frame V level (0 to 15), bit 2
	7		frame V level (0 to 15), bit 3
Register 1EH (delay)			
1EH	0	MC2_PROC module	delay of MC2, bit 0
	1		delay of MC2, bit 1
	2	OUT_DELAY module	delay of UV against Y signal, bit 0; see Table 8
	3		delay of UV against Y signal, bit 1; see Table 8
	4		delay of UV against Y signal, bit 2; see Table 8
	5	IN_DELAY module	delay of Y signal against UV signals, bit 0; see Table 9
	6		delay of Y signal against UV signals, bit 1; see Table 9
	7		delay of Y signal against UV signals, bit 2; see Table 9

REGISTER	BIT	NAME	FUNCTION
Register 1FH (BL, H2 EN's SR)			
1FH	0	enable set BL	enables rising edge of BL
	1	enable reset BL	enables falling edge of BL
	2	enable set H2	enables rising edge of H2
	3	enable reset H2	enables falling edge of H2
	4		not used
	5		not used
	6		not used
	7		not used
Registers 20H and 21H (PLL)			
20H	0	PLL_CORE control	1 = free-run mode: not line-locked CK1/2 generation 0 = locked mode: CK1/CK2 generation is line-locked by Hs
	1		if free-run mode (else don't care): 1 = last frequency: generates last frequency in locked mode 0 = fixed frequency: CK1/CK2 rate is determined by PLL_div
	2		PLL_div, bit 0; see Table 10
	3		PLL_div, bit 1; see Table 10
	4		0 (test bit)
	5	DIV123 control	MPIP processing; specifies dividing of CK1 and R1; $CK1_{PLL_CORE}$ = ½CK2; CK1 = div × $CK1_{PLL_CORE}$; R1 = div × 16 kHz (RL1); bit 0; see Table 7
	6		MPIP processing; specifies dividing of CK1 and R1; $CK1_{PLL_CORE}$ = ½CK2; CK1 = div × $CK1_{PLL_CORE}$; R1 = div × 16 kHz (RL1); bit 1; see Table 7
	7	VI1 synchronized	R1 is synchronized by VI1 (= 1); no synchronisation (= 0)
21H	0	n	coefficient n of PI filter ($C_p = 2^{-(n+1)}$), bit 0
	1		coefficient n of PI filter ($C_p = 2^{-(n+1)}$), bit 1
	2		coefficient n of PI filter ($C_p = 2^{-(n+1)}$), bit 2
	3	m	coefficient m of PI filter ($C_i = 2^{-(m+2)}$), bit 0
	4		coefficient m of PI filter ($C_i = 2^{-(m+2)}$), bit 1
	5		coefficient m of PI filter ($C_i = 2^{-(m+2)}$), bit 2
	6		coefficient m of PI filter ($C_i = 2^{-(m+2)}$), bit 3
	7		1
Register 22H (update HI pos)			
22H	0 to 7	update HI pos	when register data = CNT_A then signal HI is set and CNT_B and CNT_C are incremented
Register 23H (reset CNT_A)			
23H	0 to 7	reset CNT_A	resets CNT_A when register data = CNT_A; generation of R1 output signal, if en_R1_out = 1 and oe_CK1 = 0
Register 24H (reset GI_intAa)			
24H	0 to 7	reset GI_intAa	resets Blanking-Acquisition-Interrupt

REGISTER	BIT	NAME	FUNCTION
Register 25H (update G_shifts1)			
25H	0	fine shift CLMP	fine shift of CLMP, bit 0
	1		fine shift of CLMP, bit 1
	2	fine shift WE	fine shift of WE, bit 0
	3		fine shift of WE, bit 1
	4	fine shift IE	fine shift of IE, bit 0
	5		fine shift of IE, bit 1
	6	fine shift RE	fine shift of RE, bit 0
	7		fine shift of RE, bit 1
Register 26H (SAMPLE AQUI and DISPL)			
26H	0 to 7	SAMPLE AQUI and DISPL	fills current value of CNT_A, CNT_B, CNT_D and CNT_F into MUXA, MUXB, MUXE and MUXD (9th bit (MSB, bit 8) of CNT_B into bit 4 of MUXC, 9th bit (MSB, bit 8) of CNT_D into bit 6 of MUXC) when address 26H is sent
Register 27H (KADer EN's SR)			
27H	0	enable set 1	enables first rising edge of KAD signal
	1	enable set 2	enables first falling edge of KAD signal
	2	enable reset 1	enables second rising edge of KAD signal
	3	enable reset 2	enables second falling edge of KAD signal
	4	enable set 3	enables third rising edge of KAD signal
	5	enable reset 3	enables third falling edge of KAD signal
	6		not used
	7		not used
Registers 28H, 29H, 2AH and 2BH (KADer)			
28H	0 to 7	set 1	sets first rising edge of KAD signal when register data = CNT_F
29H	0 to 7	reset 1	sets first falling edge of KAD signal when register data = CNT_F
2AH	0 to 7	set 2	sets second rising edge of KAD signal when register data = CNT_F
2BH	0 to 7	reset 2	sets second falling edge of KAD signal when register data = CNT_F
Registers 2CH and 2DH (resets)			
2CH	no data	reset CB_intAb	resets interrupt CB_intAb when address 2C is sent
2DH	no data	reset PIP_intAc	resets interrupt PIP_intAc when address 2D is sent
Registers 2EH and 2FH (window)			
2EH	0 to 8	set window	sets rising edge of WINDOW signal when register data = CNT_B
2FH	0 to 8	reset window	sets falling edge of WINDOW signal when register data = CNT_B
Registers 30H, 31H, 32H and 33H (RE)			
30H	0 to 7	set 1	sets first rising edge of RE signal when register data = CNT_F
31H	0 to 7	reset 1	sets first falling edge of RE signal when register data = CNT_F
32H	0 to 7	set 2	sets second rising edge of RE signal when register data = CNT_F
33H	0 to 7	reset 2	sets second falling edge of RE signal when register data = CNT_F

REGISTER	BIT	NAME	FUNCTION
Register 34H (reset CD_intDb)			
34H	0 to 7	reset CD_intDb	resets interrupt CD_intDb when address 34H is sent
Register 35H (set IE)			
35H	0 to 7	set IE	sets rising edge of IE signal when register data = CNT_A
Registers 36H and 37H (win_PLL)			
36H	0 to 8	set win_PLL	sets rising edge of win_PLL signal when register data = CNT_D
37H	0 to 8	reset win_PLL	sets falling edge of win_PLL signal when register data = CNT_D
Registers 38H and 39H (WE)			
38H	0 to 7	set WE	sets rising edge of WE signal when register data = CNT_A
39H	0 to 7	reset WE	sets falling edge of WE signal when register data = CNT_A
Register 3AH (reset IE)			
3AH	0 to 7	reset IE	sets falling edge of IE signal when register data = CNT_A
Register 3BH (update VHU register)			
3BH	0 to 7	update VHU register	sets rising or falling edge of VI2 when register data = CNT_F and address 0DH or 0EH is sent
Register 3DH (interrupt + R1R2_cntr)			
3DH	0		0
	1	Interrupt Control (IT1)	enables interrupt CB_intAb
	2		enables interrupt PIP_intAc
	3		enables interrupt Gi_intAa
	4	en_R1_out	output enable R1
	5	oe_CK1	output enable CK1
	6	en_R2_out	output enable R2
	7	oe_CK2	output enable CK2
Registers 3EH and 3FH (CLMP)			
3EH	0 to 7	set CLMP	sets rising edge of CLMP signal when register data = CNT_A
3FH	0 to 7	reset CLMP	sets falling edge of CLMP signal when register data = CNT_A

Table 2 α value

BIT 1	BIT 0	α VALUE
0	0	0
0	1	$1/8$
1	0	$1/4$
1	1	$1/2$

Table 3 β value

BIT 1	BIT 0	β VALUE
0	0	0
0	1	$1/8$
1	0	$1/4$
1	1	$1/2$

Table 4 Coring value

BIT 1	BIT 0	CORING RANGE
0	0	+1 to –2
0	1	+3 to –4
1	0	+7 to –8

Table 5 K range

BIT 1	BIT 0	RANGE
0	0	±4
0	1	±6
1	0	±8
1	1	±12(1)

Note

1. Not useful for PAL.

Table 6 K gain

BIT 1	BIT 0	GAIN
0	0	0
0	1	1/4
1	0	1/2
1	1	1

Table 7 DIV123 control

BIT 1	BIT 0	DIV
0	0	1
0	1	1/2
1	0	1/3
1	1	1/3

Table 8 UV delay

BIT 2	BIT 1	BIT 0	UV DELAY
0	0	0	–2
0	0	1	–1
0	1	0	0
0	1	1	1
1	0	0	2
1	0	1	3
1	1	0	4
1	1	1	5

Table 9 Y delay

BIT 2	BIT 1	BIT 0	DELAY
0	0	0	–3
0	0	1	–2
0	1	0	–1
0	1	1	0
1	0	0	1
1	0	1	2
1	1	0	3
1	1	1	4

Table 10 PLL_div

BIT 1	BIT 0	PIXEL PER LINE TO OBTAIN DISPLAY CLOCK CK2 FROM Hs
0	0	CK2 = 2 × 1024 × Hs (32 MHz)
0	1	CK2 = 2 × 864 × Hs (27 MHz)
1	0	CK2 = 2 × 768 × Hs (24 MHz)
1	1	CK2 = 2 × 648 × Hs (20.25 MHz)

Read table

DETECTION OF ACQUISITION POSITION

MUXB/MUXA are filled with current counter values of CNT_B/CNT_A (horizontal and vertical acquisition position) by a positive edge of VI1 or using ‘SAMPLE AQUI and DISPL’ register. Thus, it is possible to detect the location of VI1 within one line by reading MUXB (CNT_B) after VI1 has occurred.

address XXXX XX11 (03H) **MUXA** sampled CNT_A value

address XXXX XX10 (02H) **MUXB** sampled CNT_B value

address XXXX XX01 (01H) **MUXC** bit 4: 9th-bit (MSB) of sampled CNT_B.

MUXF/MUXG are filled with current counter values of CNT_A (horizontal acquisition position) if positive/negative edge of PIP signal occurs.

address XXXX 1000 (08H) **MUXF** sampled CNT_A value by rising PIP edge

address XXXX 1100 (0CH) **MUXG** sampled CNT_A value by falling PIP edge.

DETECTION OF DISPLAY POSITION

MUXD/MUXE are filled with current counter values of CNT_F/CNT_D (horizontal and vertical display position) by a positive edge of VI2 or using the 'SAMPLE AQUI and DISPL' register. Thus, it is possible to detect the location of VI2 within one line by reading MUXD (CNT_F) after VI2 has occurred.

address XXXX 0000 (00H) **MUXD** sampled CNT_F value

address XXXX 0100 (04H) **MUXE** sampled CNT_D value

address XXXX XX01 (01H) **MUXC** bit 6: 9^{th} bit (MSB) of sampled CNT_D.

INTERRUPT STATUS

address XXXX XX01 (01H) **MUXC** IT1 bit 0: status of CB_intAb (1 = active)

address XXXX XX01 (01H) **MUXC** bit 1: status of GI_intAa

address XXXX XX01 (01H) **MUXC** bit 2: status of PIP_intAc

address XXXX XX01 (01H) **MUXC** IT2 bit 3: status of CD_intDb.

GATE ENABLE (GE) STATUS

address XXXX XX01 (01H) **MUXC** bit 5: status of GE (1 = enabled).

LIMITING VALUES

In accordance with the Absolute Maximum Rating System (IEC 134).

SYMBOL	PARAMETER	MIN.	MAX.	UNIT
V_I	input voltage protection range	–0.5	+7	V
V_{DD}	digital supply voltage (pin 42 versus pins 43 and 52)	–	5.5	V
V_{CC}	supply voltage analog buffer (pins 6 and 10 versus pin 4)	–	5.5	V
V_{ref}	supply voltage analog reference (pins 6 and 9 versus pin 4)	–	5.25	V
I_O	output current			
	pins 51 and 53 versus pins 43 and 52	–	16	mA
	pins 29 to 36, 11, 12, 19, 20, 25 and 26 versus pins 43 and 52	–	4	mA
	pins 18, 22 and 23 versus pins 43 and 52	–	8	mA
	pins 14 to 17 and 54 versus pins 43 and 52	–	12	mA
	pins 3, 5 and 7 versus pin 4	–	20	mA
I_{Osink}	output sink current (pins 3, 5 and 7 versus pin 4)	–	–0.8	mA
P_{tot}	total power dissipation	–	550	mW
T_{stg}	storage temperature	–25	+125	°C
T_{amb}	operating ambient temperature	0	70	°C
V_{es}	electrostatic handling; note 1	–300	+300	V

Note

1. Charge device model class B: equivalent to discharging a 200 pF capacitor through a 0 Ω series resistor.

THERMAL CHARACTERISTICS

SYMBOL	PARAMETER	VALUE	UNIT
$R_{th\ j\text{-}a}$	thermal resistance from junction to ambient in free air	65	K/W

CHARACTERISTICS

T_{amb} = 0 to 70 °C; V_{DD} = 4.5 to 5.5 V; V_{CC} = 4.75 to 5.25 V; unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Supply						
V_{DD}	digital supply voltage		4.5	–	5.5	V
V_{CC}	analog supply voltage		4.75	–	5.25	V
I_{DD}	digital supply current		–	–	75	mA
I_{CC}	analog supply current	note 1	–	–	40	mA
Digital inputs						
V_{IL}	LOW level input voltage		–0.5	–	+0.8	V
V_{IH}	HIGH level input voltage		2.0	–	V_{DD} + 0.5	V
I_{LI}	input leakage current		–	–	10	µA
C_{IC}	input capacitance (clocks)		–	–	10	pF
C_{ID}	input capacitance (data)		–	–	10	pF
C_{IZ}	input capacitance (I/O in high Z)		–	–	10	pF
Reference and current inputs						
I_I	input current		–	–	0.45	mA
Digital outputs						
V_{OL}	LOW level output voltage	note 2	0	–	0.6	V
V_{OH}	HIGH level output voltage	note 2	2.4	–	V_{DD}	V
Timing						
T_{cy}	CLK cycle time		27	–	–	ns
k_{CLK}	CLK duty cycle T_{cyHIGH}/T_{cy}		40	–	60	%
t_r	CLK rise time		–	–	5	ns
t_f	CLK fall time		–	–	6	ns
t_{su}	input data setup time		–	–	5	ns
t_h	input data hold time		–	–	6	ns
t_{DOH}	output data hold time	note 2	3	–	–	ns
t_{DOD}	output data delay time	note 2	–	–	25	ns
Data output loads (3-state outputs)						
C_L	output load capacitance		10	–	35	pF
Characteristics of the D/A converters						
RSL_Y	resolution of the Y DAC		–	9	–	bit
RSL_C	resolution of the U and V DAC		–	8	–	bit
B	analog signal bandwidth (–3 dB)		20	–	–	MHz
α_{ct}	crosstalk between channels		–	–	–42	dB
DLE	differential linearity error	referred to 8 MSB's	–	–	±0.5	LSB
ILE	integral linearity error	referred to 8 MSB's	–	–	±1	LSB
V_O	output voltage (without load)	note 3	–	2 V (p-p)	–	V

Notes to the characteristics

1. f_{CLK} = 32 MHz, f_{data} = 16 MHz (rectangular full scale); without output load.
2. Timings and levels have to be measured with load circuits 1.2 kΩ connected to 3.0 V (TTL load) and C_L = 25 pF.
3. A series resistor of 25 Ω is integrated at the outputs of the buffers. With 50 Ω in series, close to the output pins, the nominal output voltage for 75 Ω line termination is 1 V (p-p).

Input/output timing

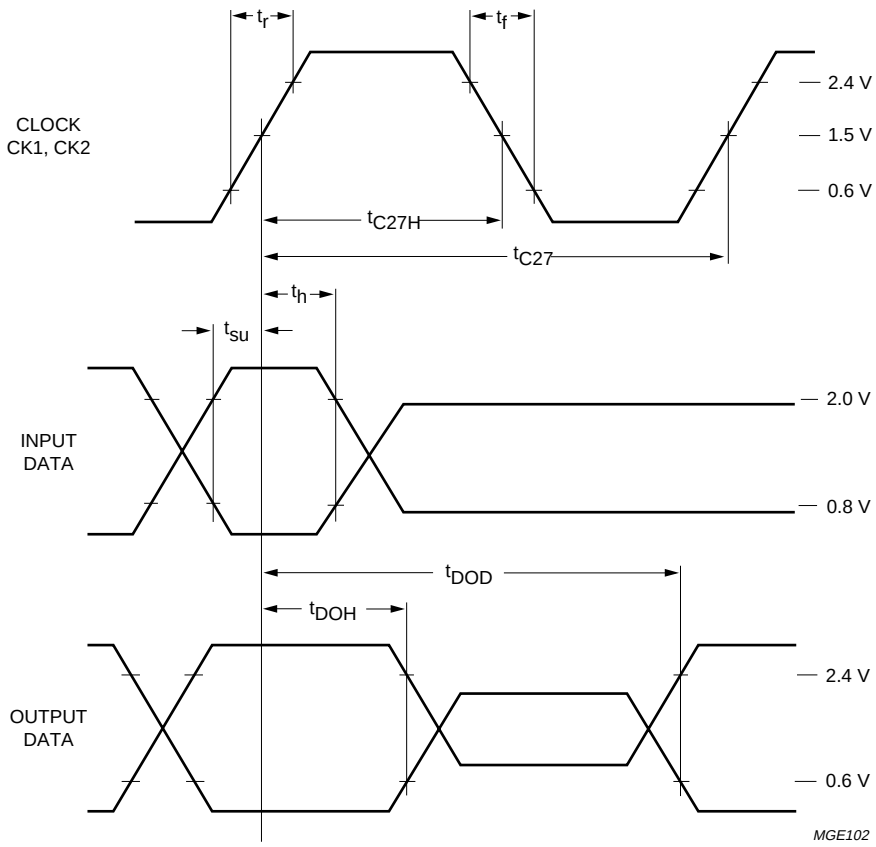


Fig.12 Timing diagram.

APPLICATION INFORMATION

The ECOBENDIC fits in a concept together with a triple AD, a field memory and a microcontroller, to form a double scan converter for YUV data.

The scan mode is AABB only. Proscan and noise reduction are not intended with the ECOBENDIC stand-alone. With extra processing of e.g. a Progressive scan-Zoom and Noise reduction IC (PROZONIC SAA4990) or Movement Estimation Line-flicker Zoom Noise reduction IC (MELZONIC SAA4991), other scan modes and noise reduction become possible.

All clock signals in this concept are produced by the ECOBENDIC. The video processing is done with a one-clock system. The read clock is frequency divided by 2 to obtain the write clock. With the aid of a window in which the PLL frequency is held, a phase disturbance of a VCR will not affect the display clock stability within the display of the active part of the video. For compression purposes, like 4 : 3 video on a 16 : 9 display, an external second PLL should be used. On both the acquisition and display side, external PLLs can be applied, with 3-state switching of the CLK signals from the ECOBENDIC.

If the field memory data can be selectively updated, then multi picture is possible, with or without a PIP signal blanked in the YUV input data. In the latter case the ECOBENDIC will present a lower clock frequency to the ADC and memory write clock. With a PIP signal blanked in YUV, the ECOBENDIC will just manoeuvre the PIP position into the right memory location.

The microcontroller gets the (12 MHz) clock and the watchdog reset signals from the ECOBENDIC.

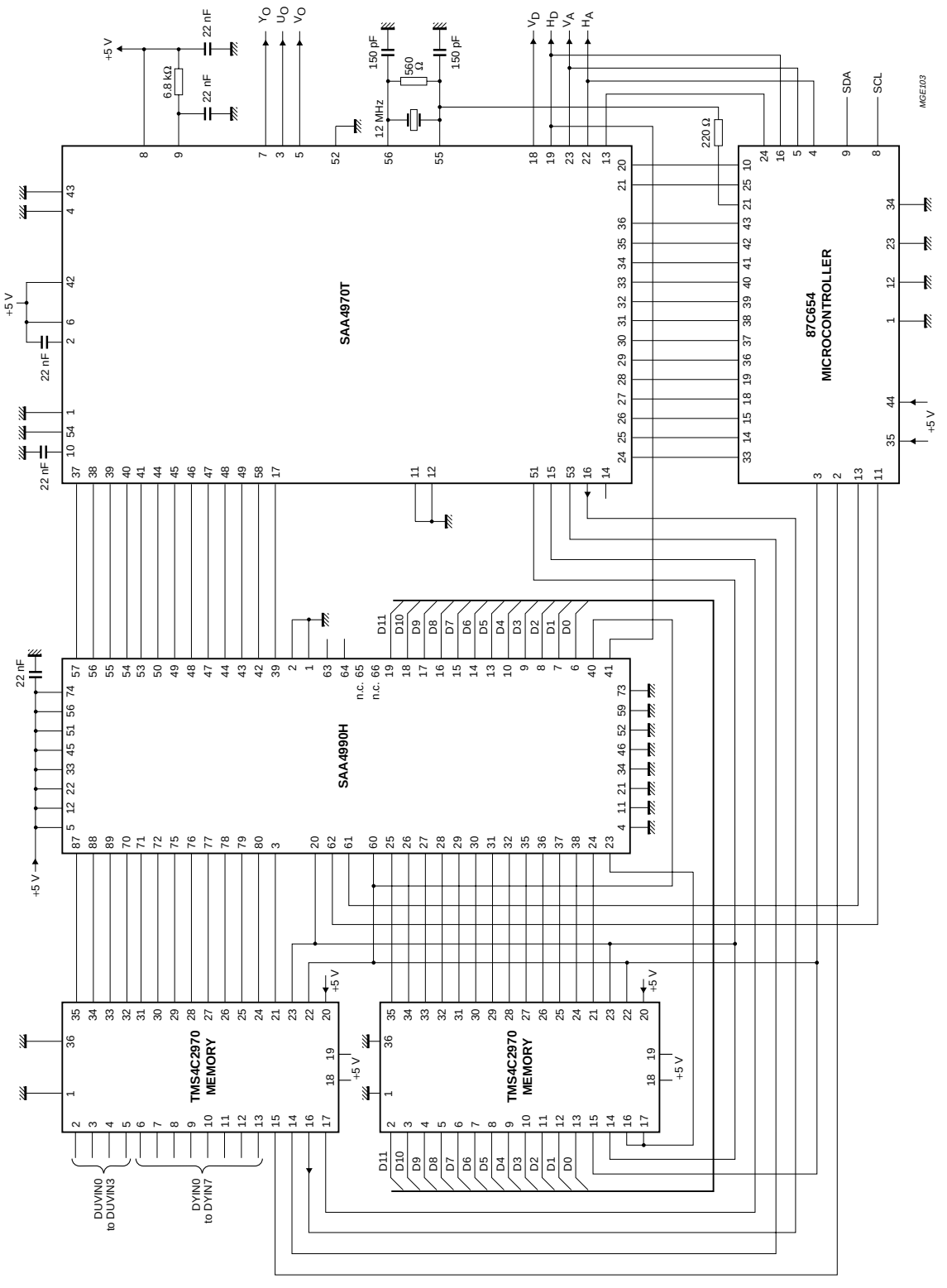
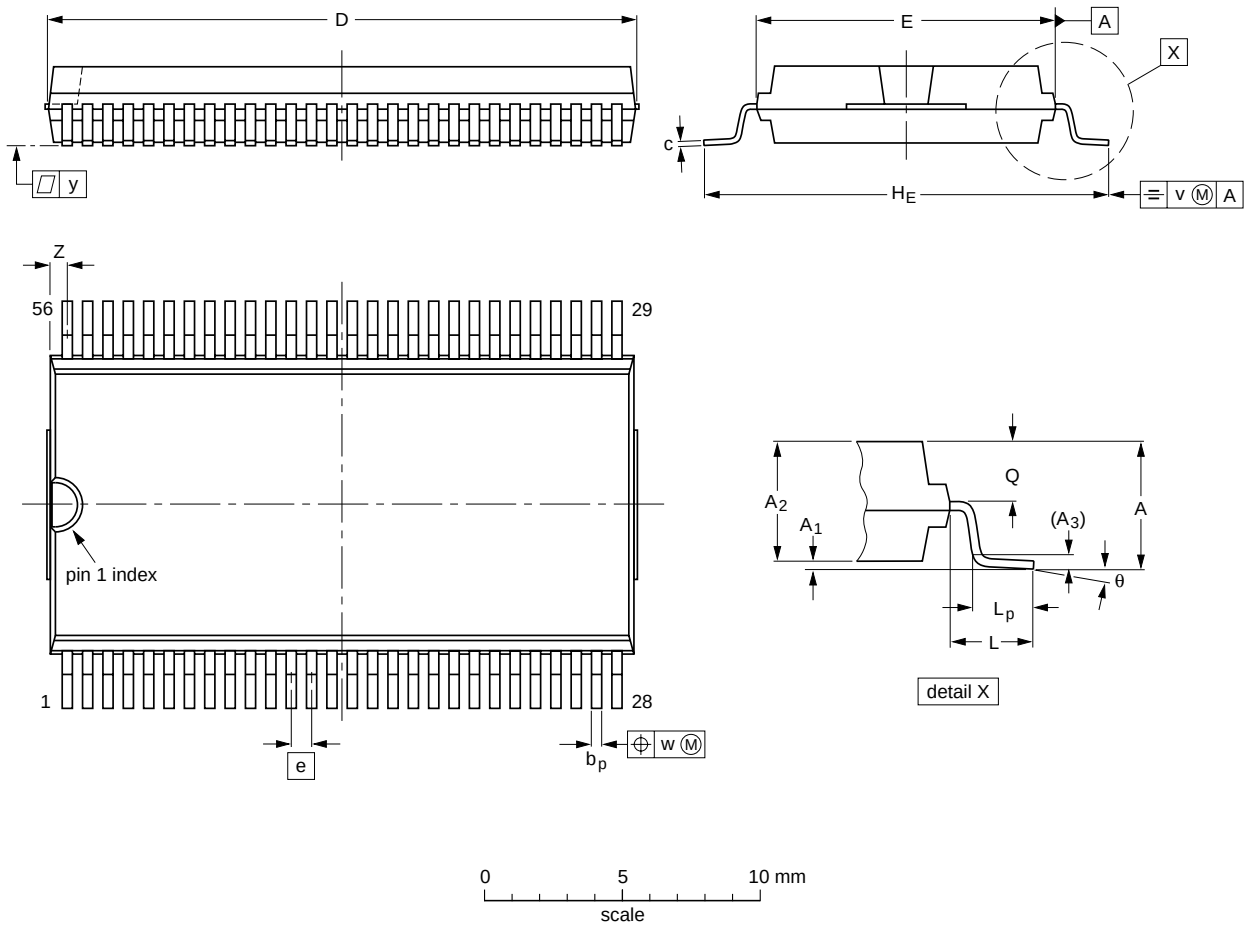


Fig.13 Application diagram.

PACKAGE OUTLINE

VSO56: plastic very small outline package; 56 leads **SOT190-1**



DIMENSIONS (inch dimensions are derived from the original mm dimensions)

UNIT	A max.	A_1	A_2	A_3	b_p	c	$D^{(1)}$	$E^{(2)}$	e	H_E	L	L_p	Q	v	w	y	$Z^{(1)}$	θ
mm	3.3	0.3 0.1	3.0 2.8	0.25	0.42 0.30	0.22 0.14	21.65 21.35	11.1 11.0	0.75	15.8 15.2	2.25	1.6 1.4	1.45 1.30	0.2	0.1	0.1	0.90 0.55	7^o 0^o
inches	0.13	0.012 0.004	0.12 0.11	0.01	0.017 0.012	0.0087 0.0055	0.85 0.84	0.44 0.43	0.03	0.62 0.60	0.089	0.063 0.055	0.057 0.051	0.008	0.004	0.004	0.035 0.022	

Note

1. Plastic or metal protrusions of 0.3 mm maximum per side are not included.
2. Plastic interlead protrusions of 0.25 mm maximum per side are not included.

OUTLINE VERSION	REFERENCES				EUROPEAN PROJECTION	ISSUE DATE
	IEC	JEDEC	EIAJ			
SOT190-1						~~92-11-17~~ 96-04-02

SOLDERING

Introduction

There is no soldering method that is ideal for all IC packages. Wave soldering is often preferred when through-hole and surface mounted components are mixed on one printed-circuit board. However, wave soldering is not always suitable for surface mounted ICs, or for printed-circuits with high population densities. In these situations reflow soldering is often used.

This text gives a very brief insight to a complex technology. A more in-depth account of soldering ICs can be found in our *"IC Package Databook"* (order code 9398 652 90011).

Reflow soldering

Reflow soldering techniques are suitable for all VSO packages.

Reflow soldering requires solder paste (a suspension of fine solder particles, flux and binding agent) to be applied to the printed-circuit board by screen printing, stencilling or pressure-syringe dispensing before package placement.

Several techniques exist for reflowing; for example, thermal conduction by heated belt. Dwell times vary between 50 and 300 seconds depending on heating method. Typical reflow temperatures range from 215 to 250 °C.

Preheating is necessary to dry the paste and evaporate the binding agent. Preheating duration: 45 minutes at 45 °C.

Wave soldering

Wave soldering techniques can be used for all VSO packages if the following conditions are observed:

- A double-wave (a turbulent wave with high upward pressure followed by a smooth laminar wave) soldering technique should be used.
- The longitudinal axis of the package footprint must be parallel to the solder flow.
- The package footprint must incorporate solder thieves at the downstream end.

During placement and before soldering, the package must be fixed with a droplet of adhesive. The adhesive can be applied by screen printing, pin transfer or syringe dispensing. The package can be soldered after the adhesive is cured.

Maximum permissible solder temperature is 260 °C, and maximum duration of package immersion in solder is 10 seconds, if cooled to less than 150 °C within 6 seconds. Typical dwell time is 4 seconds at 250 °C.

A mildly-activated flux will eliminate the need for removal of corrosive residues in most applications.

Repairing soldered joints

Fix the component by first soldering two diagonally-opposite end leads. Use only a low voltage soldering iron (less than 24 V) applied to the flat part of the lead. Contact time must be limited to 10 seconds at up to 300 °C. When using a dedicated tool, all other leads can be soldered in one operation within 2 to 5 seconds between 270 and 320 °C.

DEFINITIONS

Data sheet status	
Objective specification	This data sheet contains target or goal specifications for product development.
Preliminary specification	This data sheet contains preliminary data; supplementary data may be published later.
Product specification	This data sheet contains final product specifications.
Limiting values	
Limiting values given are in accordance with the Absolute Maximum Rating System (IEC 134). Stress above one or more of the limiting values may cause permanent damage to the device. These are stress ratings only and operation of the device at these or at any other conditions above those given in the Characteristics sections of the specification is not implied. Exposure to limiting values for extended periods may affect device reliability.	
Application information	
Where application information is given, it is advisory and does not form part of the specification.	

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